

OFFICIAL

NATIONAL HOCKEY LEAGUE

ALL PRO HOCKEY GAME RULES





ALL-PRO HOCKEY GAME

The N. H. L. ALL-PRO HOCKEY GAME is as close to real Hockey as it is possible to get in a Board Game. The game is a unique combination of skill and luck . . . just like Real Hockey.

Now, for the first time, you control your entire team by actually moving the players. You see every play unfold in front of you and victory or defeat is determined entirely by your skill and a little luck.

Since this is the first time you will be moving an entire team on the ice rink, study the layout of the rink and the way each man moves. Run through a few practice moves before starting the game.



It's a wonderful game . . . It's



INSTRUCTIONS

MATERIALS:

- Playing Board (Hockey Rink)
- 2 Nets
- 1 Scoreboard
- 2 Pucks
- 1 Die
- 2 Teams consisting of 6 men each

PREPARATION:

Each player selects a Team and takes the 6 men of one color. He takes one Net and places it on "Goal".

SCOREBOARD:

The Scoreboard registers the score of each team and keeps a record of the periods. Each period is 20 minutes long. The game is over after 3 periods have been completed. At the start of the game, all dials are set to "0".

THE PLAYING BOARD:

The Playing Board represents an actual Hockey Rink. It is 40 squares long by 17 squares wide which represents the Actual rink size of 200 x 85 Feet.

THE RINK:

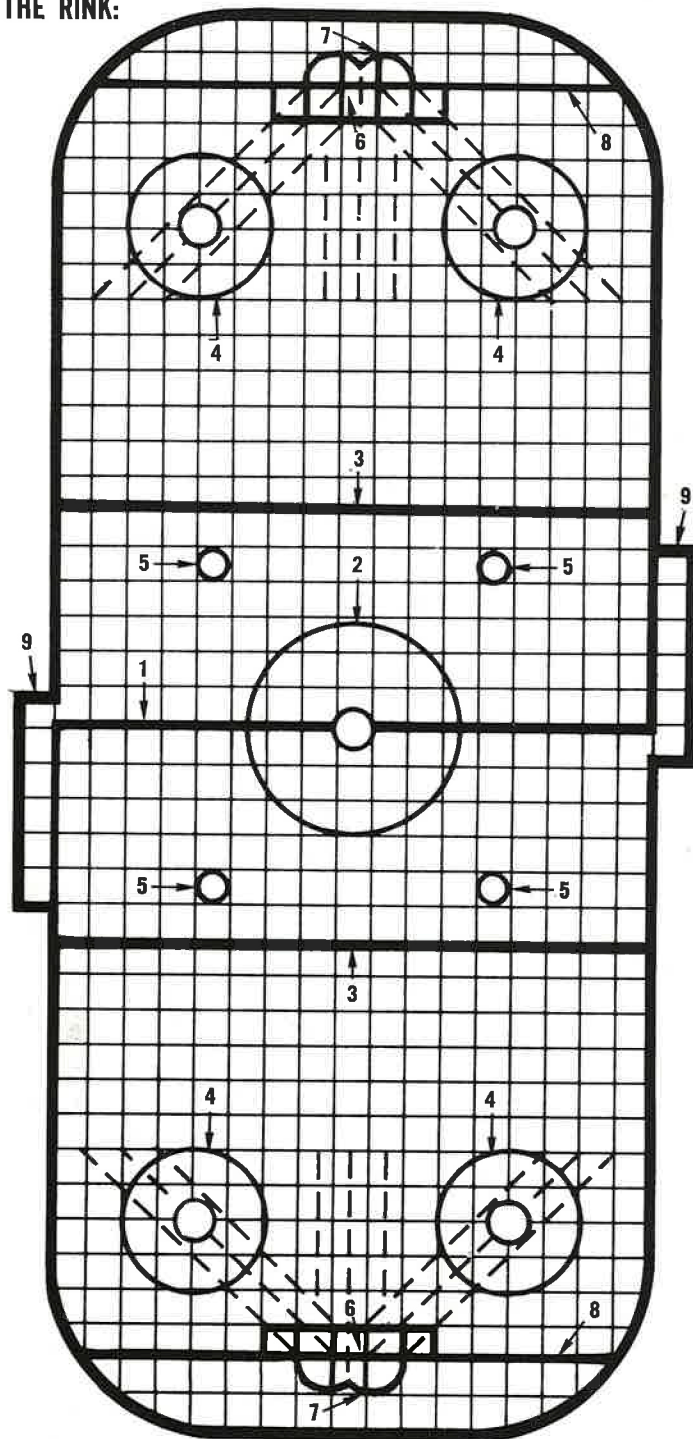


Diagram #1

AS IN DIAGRAM 1:

- | | | |
|--------------------|---------------------|----------------|
| 1. Center Red Line | 4. Face-Off Circles | 7. Goal |
| 2. Face-Off Circle | 5. Face-Off Spots | 8. Goal Line |
| 3. Blue Line | 6. Goal Crease | 9. Penalty Box |

GOALS:

Two goals are located, one at each end of the rink board in the center of the red line, one square from the end of the rink. Each goal covers the area of three yellow squares.

GOAL LINE:

A red line directly in front of each goal that travels the entire width of the rink.

FACE-OFF SPOTS:

In addition to the face-off circle, four (4) face-off spots are located in the neutral zone.

POSITION OF THE TEAMS:

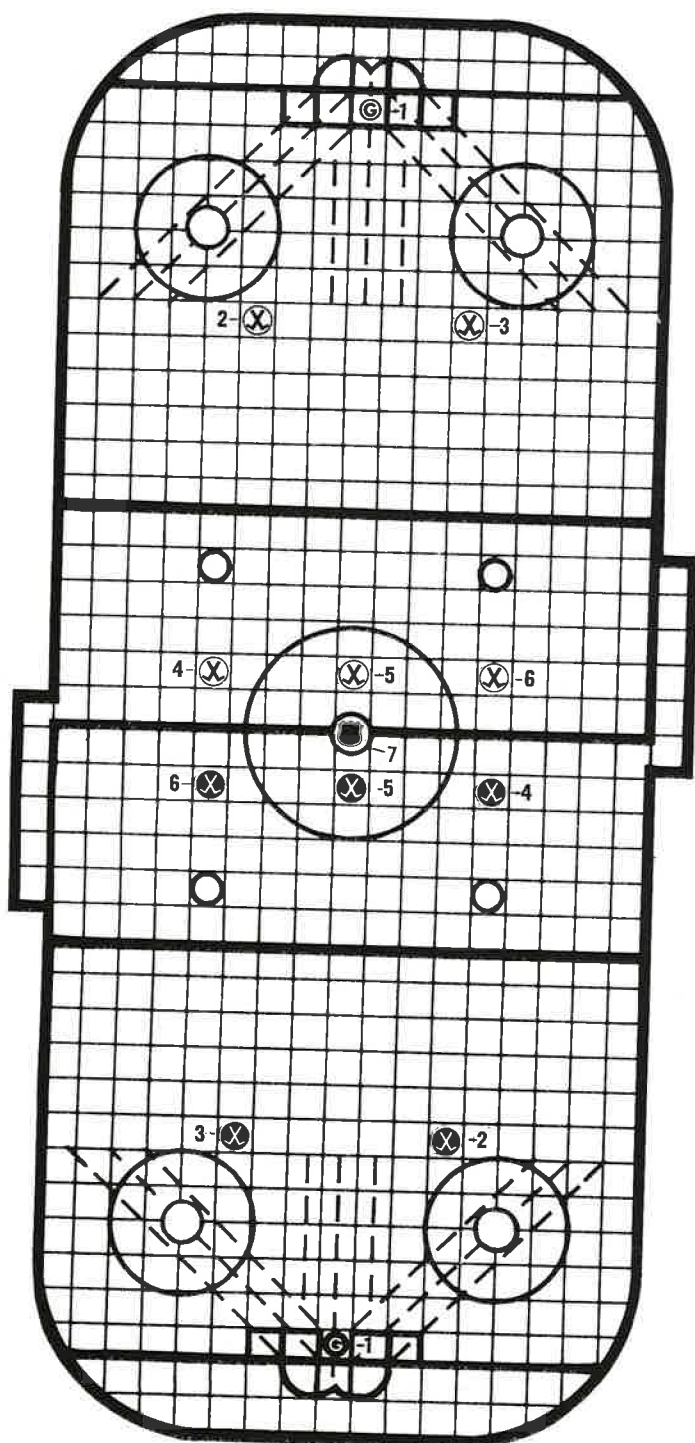


Diagram #2

Each team starts with six players on the ice. A team on the ice consists of a center, a left and right wing, a left defense, right defense and goalie.

- | | | | |
|---------------|------------------|-----------------|---------|
| 1. Goalie | 2. Right Defense | 3. Left Defense | |
| 4. Right Wing | 5. Center | 6. Left Wing | 7. Puck |

GOAL CREASE:

In front of each goal a Goal Crease area is marked by an orange box. The goal crease occupies five orange squares. **NO MAN EXCEPT THE GOALIE IS ALLOWED TO ENTER THE GOAL CREASE.**

DIVISION OF ICE SURFACE (RINK: DIAGRAM 1):

The area between the two goals is divided into three parts by two blue lines:

1. The blue line 12 squares out from the front edge of each goal line is the Defending Zone of the team defending that goal and the Attacking Zone of the opposing team.
At all times reference will be made to these zones as Attacking and Defending Zone depending on which team has possession of the puck at any given time.
2. The area between the two blue lines is the Neutral Zone.
3. The red line dividing the rink in two is called the Center Line.

CENTER ICE SPOT AND CIRCLE:

A circular red spot located directly on the red Center Line marks the Center Ice Spot. A thinner black circle six squares in diameter surrounds the center ice spot. This area is denoted the center face-off circle.

FACE-OFF CIRCLES:

Besides the center face-off circle there are two additional face-off circles on either side of each goal.

HOW THE MEN MOVE:

All men move in any direction: forward, backward, sideways, diagonally or any combination of these moves.

HOW MOVES ARE MADE:

On his turn the attacking player, (*the player with the puck*) has a total of 10 moves. He can divide this total up among his men any way he chooses. He may move one man 10 spaces or 2 men 5 spaces each or 5 men 2 spaces each or any other combination that totals 10 moves. He may take less than 10 moves if he chooses. After the attacking team has taken its moves, the defending team gets 10 moves in the same manner as the attacking team. Play continues in this manner with each team having up to 10 moves alternately until one of the following happens:

1. A goal is scored, **OR**
2. The puck changes hands, **OR**
3. An infraction of the rules or a penalty occurs.

BODY CHECKING:

A player on his turn can body check as many of his opponent's men as he wishes. The only men who cannot be body checked is the man skating with the puck and the goalie, as long as the goalie stays in the goal crease. In order to body check, a player must land one of his men directly on top of one of his opponent's men. (*He must, of course, be able to do this as part of his 10 moves*). Both men are out of play and neither can be moved again during that series of moves.

REMOVING A BODY CHECK:

A player who, on his preceding turn has body checked one or more of his opponent's men, must on his next series of 10 moves immediately remove his man from his opponent's man and place him back on the ice. Each man removed counts as a move.

IMPORTANT:

He must uncheck his opponent's man or men before he touches any other of his own men. If he moves any of his other men before unchecking an opponent, he suffers a penalty. (See section on Penalties).

PASSING THE PUCK:

Passing the puck from one man to another man counts as one move regardless of the number of spaces the puck moves. The puck can be passed in any direction: forward, backward, sideways, or diagonally. The puck can only travel in a straight line, except if it hits a sidewall. After rebounding from a sidewall the puck can travel a maximum of six more spaces. The puck can be passed from one man to another provided there is no opposing player on a space between the two men.

The puck can never be passed over any player.

The puck may be passed to any number of players within the 10 move limit. (Remember each pass from one man to the next counts as one move).

In order to pass the puck, the man with the puck must be moved into a straight line with the man he is passing to.

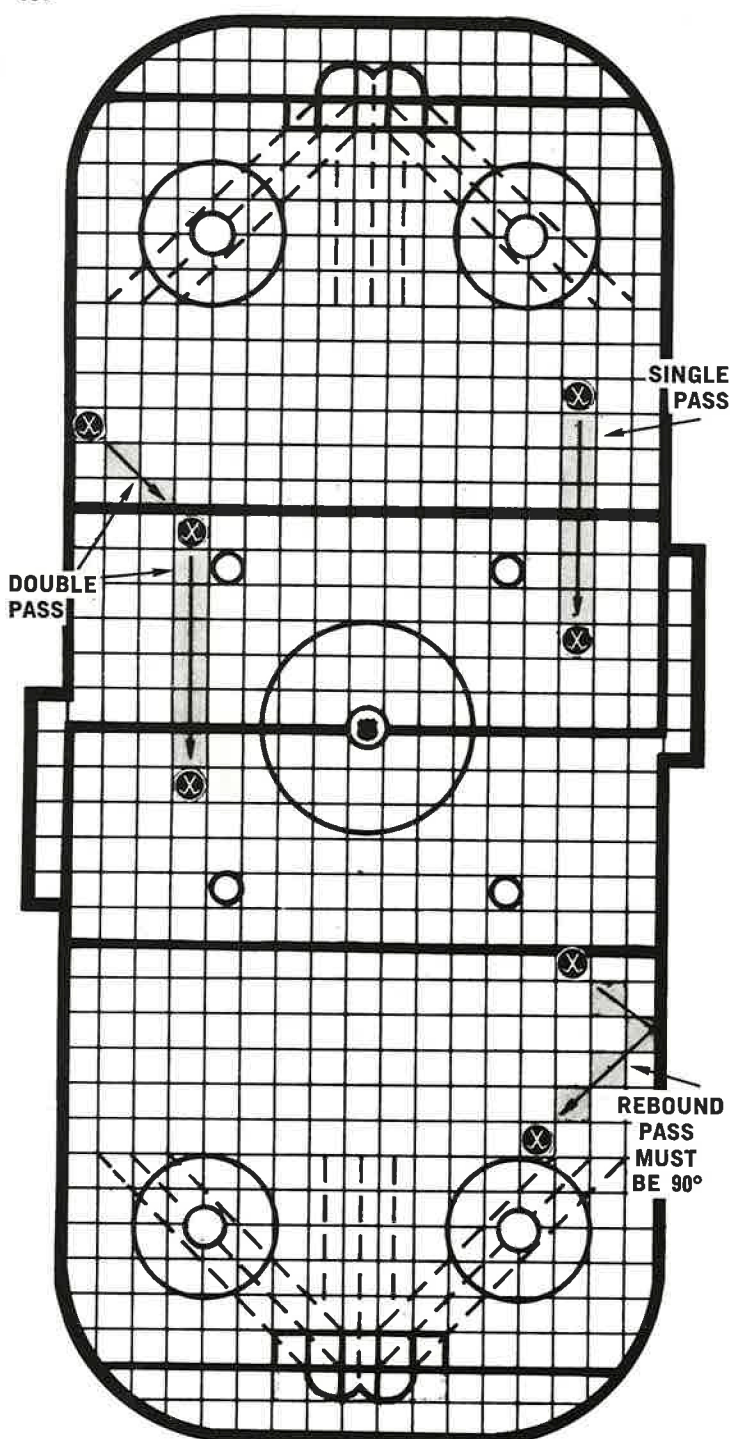


Diagram #3

The player then calls "pass". He takes the puck from the man and moves it in a straight line onto the other man. There is no limit to the number of spaces the puck can move, except on a rebound. (See Diagram #3). After a man receives a pass he can skate with the puck, providing he has moves left.

TAKING THE PUCK FROM AN OPPOSING PLAYER:

After the attacking team has made its 10 moves, the defending team moves its men. If a defending man moves onto a space directly adjacent to the man with the puck, all play stops. The defending player rolls the die. If he rolls a 1 or a 6, he has stolen the puck. He takes the puck from the opponent's man and places it on his own man. He now becomes the attacking team and immediately takes his 10 moves. If he does not roll a 1 or a 6, the puck remains with the attacking team and they get their 10 moves.

PENALTY:

If a penalty occurs because the rule on "Removing a Body Check" was violated, the following happens. The defending player, that is, the player who's man has been checked, calls "penalty". All play stops. The man or men committing the penalty are removed from the ice and placed in the last square of the penalty box. (The tan and brown strip at either side of the rink). No more than 2 men are allowed in the penalty box at one time. If a third penalty is called, the man continues to play and does not enter the penalty box until one of the two men serving a penalty returns to the ice.

TIME OF PENALTY:

On each of his turns to play, a player with a man or men in the penalty box, moves that man one space forward. When the man reaches the last space in the penalty box, on his next turn the player places him on the ice on the square immediately adjacent to the opening in the penalty box.

The goalie can never serve a penalty, however, if he commits a foul another member of the team must serve his penalty.

RETURNING TO THE ICE WHEN A SCORE IS MADE:

Should the team with the advantage of men on the ice score while the opposing team has a man or men in the penalty box, the men in the penalty box immediately return to the ice for a new face off.

SHOOTING FOR A GOAL:

A goal shot may be taken from any square containing a dotted line, except the goal crease. (*Remember, no man can enter the goal crease, except the defending goalie*). When a player has his men in position for a shot (See Diagram #4) he calls "shot". Once he calls "shot", he cannot move any of his men. He can, however, pass off to as many men as his remaining moves allow. (*Remember, each pass is one move*). After the player calls "shot", the opposing goalie can move one or two spaces in his goal crease in order to try to block the shot. The player taking the shot now rolls the die. He must roll an exact number to score and there can be no opposing man in a direct line between the man shooting and the goal. If he has a power play going (see diagram #4) he may have more than one chance of scoring by passing off to another man before moving the puck into the net. If the shot is successful, a goal is scored and a new face off takes place as in starting the game. If the shot is not successful the puck is placed on top of the goalie who must now pass it to the nearest defending man and this team now becomes the attacking team.

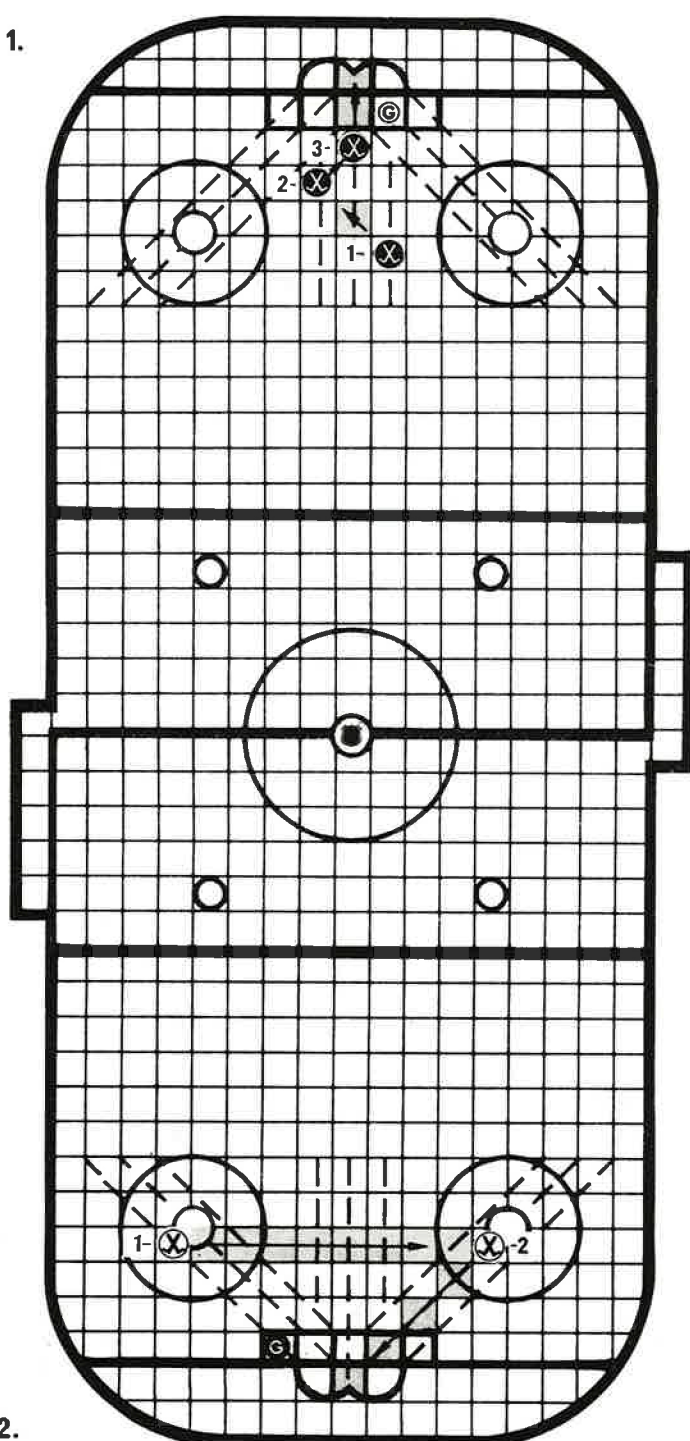
A TYPICAL POWER PLAY:

(See Diagram #4)

1. Man #1 originally has puck, skates down to position shown and calls "shoot". Goalie moves over to block shot. Player rolls die and a 2 comes up. Man #1 passes puck to #2 who passes to #3 who moves puck 2 spaces into net and scores. If a 3 had come up on the die, player #1 would have passed to player #2, who would have moved the puck 3 spaces into the net and scored.

2. Player #1 originally has puck, skates down to position shown and calls "shoot". Goalie moves over to block shot. Player rolls die, and a 4 comes up. Player #1 passes puck to player #2 who moves puck 4 spaces into net and scores. If player had rolled any other number but 4 he would not have scored.

1.



2.

Diagram #4

PLAYING THE GAME:

To start the game the men are positioned as in Diagram #2. The puck is placed on the center red circle and the die is rolled by both players. The player rolling the higher number places the puck on his center, this does not count as a move. He must, as his first move, pass the puck to either his left or right wing. He now has a total of nine moves left to try to get the puck down into his attacking zone. If he does not score during this series of moves, the defending team now takes its series of 10 moves, trying to take the puck away from the attacking team or prevent a score. Then the attacking team gets 10 more moves, etc.

BASIC HOCKEY RULES:

In Diagram #5 we will show you the basic rules of Hockey which must be observed in playing this game.

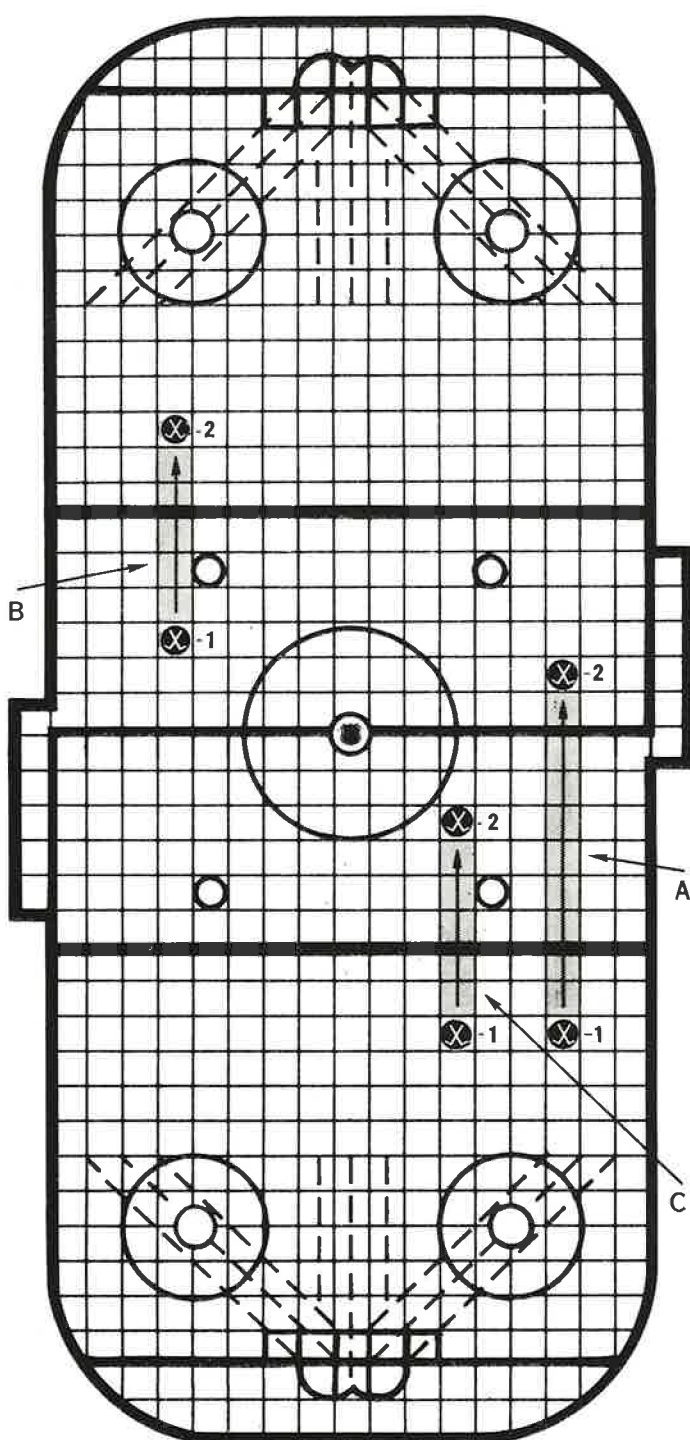


Diagram #5

A. OFFSIDE IN THE NEUTRAL ZONE: Diagram #5

A man cannot pass the puck from his own defensive zone **ACROSS THE RED CENTER LINE** to a teammate. Play is stopped and a face off takes place at the **NEAREST** face off spot in the neutral zone. Whenever a face off takes place on a face off spot in the neutral zone, the players line up as in Diagram #6.

The puck is placed on the spot and the die is rolled by both players. The player rolling the higher number places the puck on his center, this does not count as a move. He must, as his first move, pass the puck to either his left or right wing. He now has a total of 9 moves left.

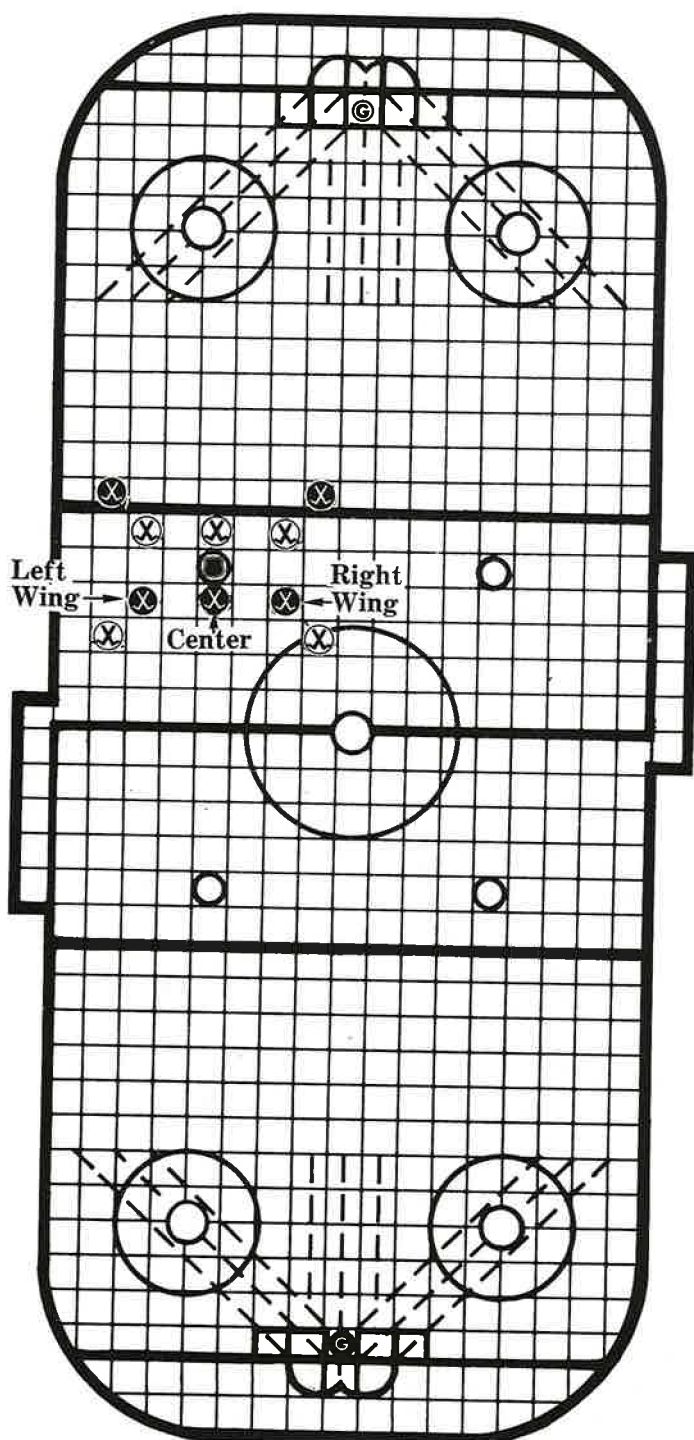


Diagram #6

B. OFFSIDE AT THE BLUE LINE: Diagram #5

The puck must always cross the opposing team's blue line ahead of any member of the attacking team. If any attacking man, except the one with the puck, crosses the blue line ahead of the puck, or is carried into the attacking zone, this is "offside at the blue line". Play is stopped and a face off takes place at the nearest face off spot in the neutral zone. (See Diagram #6).

C. LEGAL PASS: Diagram #5

Since player #2 is not across the red line he can legally receive a pass from player #1.

PULLING THE GOALIE:

A team that is losing by one goal in the closing minutes of the game will sometimes take the goalie off the ice in favor of another Wing. This is possible in this game by just using your goalie as a Wing.

SCORING:

Each goal scores 1 point. The team with the most points after 3 periods of play is the winner. In Hockey there is no overtime and tie games can result.

N. H. L. RULES

In all instances, unless the rules are specifically spelled out in these instructions, the rules for Professional Hockey as played in the National Hockey League shall apply.



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